

Title: Freedom

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They had gathered to bring about the end of a monster and to restore their missing lord. The Lady Lynne Darkthorne had called together the Society of Arcane Shadows so that they could lay siege to the creature called Monric. For the one named Nas'Rath had located his secret lab hidden on Fire Isle and now was the time to free the lich called Rune Artisem. It was now time to end all of this.

Lady Lynne Darkthorne had gathered some of the vilest and dangerous members of the Society for this task. For Devin Darkstarr, Lestat deLAL, Nas'Rath, Ole Jelly, and Tristram Si'Kara had come to the Lady's calling. All was made ready, and it was now time to depart. Nas'Rath opened a gate to the location of Monric's lab, and they all departed into it.

It really was nothing more than some ruined shack, and it resembled more of an orc hut than a lab for magic research. And yet this was, without a doubt, the place of Monric's hiding. Lady Darkthorne then went to the door on the shack and tried to open it. However it was locked

through the means of magic. Only the magic key that had locked this could unlock it. And that magic key was most likely held by the hands of Monric.

It was then that a huge source of magic was sensed. It seemed to come a bit to the north of the shack. The Society raced with speed to this source of power, and then came to a small group of ruins. And within these ruins was Monric.

The creature was draped in his dark robes and behind him were two gigantic golems. His eyes flared with fire upon seeing the members of the Society. He pointed his disfigured finger towards the members of the Society and let loose an order to his golems. The huge machines then began to move forward with the intent of killing. However, Monric underestimated the rage the Society had within its rank. Nearly all of the Society completely ignored his golems, and released their full strength upon Monric. The creature that was once a man did not withstand the full might of the Society and was quickly returned to the Abyss. The golems of Monric were also quickly dispatched. And what was left of the deranged mage was quickly searched and a magic key was quickly located. However, the Society was still far from being victorious...

They quickly returned to Monric's lab and used the magic key to gain access

inside it. And within the middle of a pentagram was the crystal that held Rune Artisem within it. It was now time for a dangerous spell to be cast to see if they could free their lord. A circle was made around the crystal and silence then took the entire building.

Should anything go wrong with this spell, they would all share the fate of their lord. Lady

Darkthorne then began reading from the tome that contained the spell and used the rare reagents as needed. Very soon the spell was cast and done with. And then the crystal began to slowly crack and a blinding light of black energy filled the entire building. Standing where the crystal was once was the lich Rune Artisem.

His mad laughter then filled the entire building as he realized he had been freed. The Society of Arcane Shadows had met with success in freeing their lord.

And this ends the tale of a mad man and his vengeance filled mentor...

The future holds many possibilities... And it will be seen if the actions the Society took in freeing Rune Artisem will either be for better or worse...